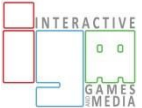
	<p style="text-align: center;"> Rochester Institute of Technology Golisano College of Computing and Information Sciences School of Interactive Games and Media 2145 Golisano Hall – (585) 475-7680 </p>	
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Data Structures & Algorithms for Games & Simulation II
IGME 309, Final Project
Milestone 2 evaluation

Due: Wednesday November 28th (12:59pm)

Project: Angry Birds

Team: The Goons

Repository Address: https://github.com/seank0h/Simplex_2181

Members: (Last names SORTED in alphabetical order)

Koh Sean

Lin Kevin

Menichelli Tadeo

Mercadante Nicholas

Milestone 2 results:

Multiple blocks spawning in a line at the press of a button, resolving collisions with each other as they pop in

Made a sphere entity that can be launched at the blocks with a set force/trajectory which collides/resolves collisions with them

Have camera functionality to follow the projectile, just need to bring it closer

Set up proper UI

Milestone 2 TEAM self-evaluation:

80; we implemented everything that we wanted to in the milestone 2 goals except for using the mouse to launch the bird

Milestone 3 goals:

For the end of milestone 3, we will...

- custom models
- mouse control for launching projectile
- start on spatial optimization
- figure out gravity